

10 & Under Slow Pitch Softball League

(No standings will be kept, no trophies will be awarded and no play-offs)

1. Each team can consist of up to a 15 player roster.
2. Rosters must be turned into the Municipal Athletics office by the first game.
3. No metal spikes (only plastic or rubber spikes may be worn).
4. Home team is listed second on the schedule.
5. Helmets with ear flaps are mandatory for all batters, on-deck batters, base runners and players in the coach's box. Chin straps are optional. Must be NOCSAE approved.
6. Catcher's equipment: mask with throat protector and helmet. Chest protector is recommended.
7. Teams must supply a new ball each week for their games.
8. Only certified coaches & players may be on the bench or coaching the bases. Coaches must be wear their coach's badge at all practices and games.
9. Players cannot play on more than one team of the same age level.
10. Teams should all be in matching uniform tops with numbers on them.
11. Unsportsmanlike conduct by players, coaches or parents will not be tolerated.



USSSA rules apply. The following are common rule questions and some St. Paul exceptions:

1. A player's age on January 1, 2010 determines the age division in which they are eligible to participate during the 2010 season.
2. Games are 6 innings. Legal game will be 4 innings or 1 hour time limit. No new inning may start after 1 hour.
3. Pitching distance - 35 feet. No arc requirement.
4. Base distance - 60 feet
5. Balls will be: 11" - yellow optic with USSSA logo COR of 44.
6. 15 run rule will apply after 4 innings (losing team must bat 4 times).
7. Roster batting will be used. Players must stay in the original line up from the start of the game. All players will bat but only 10 players may play the field (4 player outfield). Free substitution of defense.
8. Each inning will consist of 3 outs or 10 batters. The coach must tell the opposing team when the tenth batter will hit.
9. Defending the 10th batter: Throwing the ball to the catcher at home plate ends the inning.
10. A 3 ball/2 strike count with one courtesy foul will be used.
11. Stealing is not allowed. Runners may leave the base when the ball is hit.
12. There will be no infield fly rule in effect.
13. Teams must have a minimum of 9 players to play. An out shall be declared when the tenth position in the line up is scheduled to bat. Teams will have 10 minutes after scheduled game time before game is declared a forfeit.
14. A tenth player may be added to the tenth position anytime before the end of the game. Any team starting with ten or eleven players may drop to the minimum of nine players to finish the game. All vacant spot(s) in the line up will be declared an out every time that line up position is due to bat. If a team starts with 9 or 10 players they are not allowed to add the eleventh player at a later time.
15. Any player that leaves the game for any reason may not return to the game. Exception: A player who has left the game under the blood rule, may return.
16. Throwing the Bat – hitters that throw their bat while batting will be given one warning to not do it, after that the batter will be called out.
17. **Host site** is responsible for having the bases out, field lined, and providing an umpire.

